

Site Inspectable Items

Items to inspect for “Site” are as follows:

Fencing and Retaining Walls

Grounds

Lighting

Mailboxes/Project Signs

Market Appeal

Parking Lots/Driveways/Roads

Play Areas and Equipment

Refuse Disposal

Storm Drainage

Walkways/Stairs

Damaged or Missing Gates (Fencing and Retaining Walls)

Gate structure is damaged or missing and does not prevent passage.

This does not include gates for swimming pool fences. Gates for swimming pool fences are covered under Common Areas - Pools and Related Structures.

Note: Deficiency level depends on the fence's purpose. Perimeter/Security Fences are assessed at a higher level than interior fences.

Level Defined

Level 1: N/A

Level 2: Absence or damage to an interior fence gate which renders a gate inoperable/ineffective.

-OR-

Damage to a perimeter or a security fence gate that is still operational.

Level 3: Absence or damage to a perimeter or security gate which renders the gate inoperable/ineffective and potentially compromises safety and/or security.

COMBINED WITH "Damaged/Falling/Leaning (Fencing and Gates)"

Damaged/Falling/Leaning (Fencing and Retaining Walls)

Structure is rusted, deteriorated, uprooted presents threat to security and/or health and safety.

Note: Deficiency level depends on the fence's purpose. Perimeter/Security Fences are assessed at a higher level than interior fences.

Level Defined

Level 1: N/A

Level 2: An interior fence is damaged so that it does not satisfy its designed purpose.

-OR-

A perimeter/security fence and/or a retaining wall shows signs of deterioration, but still serves its designed purpose and presents no security/safety risk.

Level 3: A perimeter/security fence and/or a retaining wall is damaged to the point that it does not satisfy its designed purpose.

Damaged/Falling/Leaning (Fencing and Gates)

Fence and/or gate structure is rusted, deteriorated, uprooted presents threat to security and/or health and safety.

This does not include gates for swimming pool fences. Gates for swimming pool fences are covered under Common Areas - Pools and Related Structures.

Note: Deficiency level depends on the fence's purpose. Perimeter/Security Fences are assessed at a higher level than interior fences.

Level Defined

Level 1: N/A

Level 2: An interior fence and/or an interior gate is damaged so that it does not satisfy its designed purpose.

-OR-

A perimeter/security fence and/or a security fence gate shows signs of deterioration, but still serves its designed purpose and presents no security/safety risk.

Level 3: A perimeter/security fence is damaged to the point that it does not satisfy its designed purpose.

-OR-

Absence or damage to a perimeter or security gate which renders the gate inoperable/ineffective and potentially compromises safety and/or security.

Damaged/Falling/Leaning (Retaining Walls)

NEW ITEM

Damaged/Falling/Leaning (Retaining Walls)

Retaining wall structure is deteriorated, damaged, falling and/or leaning.

Level Defined

Level 1: N/A

Level 2: An retaining wall shows sign of deterioration, but still serves its design purpose and presents no safety risk.

Level 3: A retaining wall is damaged to the point that it does not satisfy its design purpose and/or presents a safety risk.

Holes (Fencing and Retaining Walls)

An opening or penetration.

Note: Some fences are not designed to keep intruders out or children in such as rail fences, and these type of fences should not be evaluated for holes.

Level Defined

Level 1: Hole is smaller than 6" X 6".

Level 2: N/A

Level 3: Hole is larger than 6" X 6" which allows passage of animals and can pose a threat to the safety of children.

Holes (Fencing and Gates)

An opening or penetration.

Note: Some fences/gates are not designed to keep intruders out or children in such as rail fences, and these type of fences/gates should not be evaluated for holes.

Level Defined

Level 1: Hole is smaller than 6" X 6".

Level 2: N/A

Level 3: Hole is larger than 6" X 6" which allows passage of animals and can pose a threat to the safety of children.

Missing Sections (Fencing and Retaining Walls)

Structure does not present an obstacle against intrusion or egress - damaged by the destruction or removal of section.

Note: Deficiency level depends on the fence's purpose. Perimeter/Security fences are assessed at a higher level than interior fences.

Level Defined

Level 1: An interior fence has section missing.

Level 2: N/A

Level 3: A perimeter/security fence has a section missing which compromises safety/security.

Missing Sections (Fencing and Gates)

Structure does not present an obstacle against intrusion or egress - damaged by the destruction or removal of section.

Note: Deficiency level depends on the fence's/gate's purpose. Perimeter/Security fences are assessed at a higher level than interior fences/gates.

Level Defined

Level 1: An interior fence has section missing.

Level 2: N/A

Level 3: A perimeter/security fence has a section missing which compromises safety/security.

Erosion Areas (Grounds)

An area subjected to natural processes, such as weathering or gravity, by which material is moved on the earth's surface.

Note: This does not include erosion from a defined storm drainage system or in a play area - This type of erosion would be covered under Site - Storm Drainage and/or Site - Play Areas and Equipment.

Level Defined

Level 1: N/A

Level 2: Visible collection of surface material indicated by visible erosion deposits leading to a degraded surface condition that would likely cause water to pool in a confined area, especially next to structures, paved areas or walkways.

Level 3: Extensive displacement of soil caused by runoff. Condition is responsible for visible damage or the potential failure of adjoining structures or systems, e.g., pipes, pavements, foundations, building, etc.

-OR-

Advanced erosion in an area which creates an unsafe pedestrian condition and/or renders an area of the grounds unusable.

Erosion/Rutting Areas (Grounds)

An area subjected to natural processes, such as weathering or gravity, by which material is moved on the earth's surface. This also includes man-made sunken tracks/ruts or grooves/depressions.

Note: This does not include erosion/rutting from a defined storm drainage system or in a play area - This type of erosion would be covered under Site - Storm Drainage and/or Site - Play Areas and Equipment.

Level Defined

Level 1: N/A

Level 2: Visible collection of surface material indicated by visible erosion deposits leading to a degraded surface condition that would likely cause water to pool in a confined area, especially next to structures, paved areas or walkways.

-OR-

A rutt/grove that is 6-8" wide by 3-5" deep.

Level 3: Extensive displacement of soil caused by runoff. Condition is responsible for visible damage or the potential failure of adjoining structures or systems, e.g., pipes, pavements, foundations, building, etc.

-OR-

Advanced erosion in an area which creates an unsafe pedestrian condition and/or renders an area of the grounds unusable.

-OR-

A rutt that is larger than 6-8" wide by 3-5" deep and has the potential to cause injury.

Overgrown/Penetrating Vegetation (Grounds)

Plant life that has infiltrated unacceptable areas and/or has grown beyond established parameters.

Level Defined

Level 1: N/A

Level 2: Vegetation is of such size or density as to make the visibility of hazards, such as broken glass, holes, etc., difficult.

-OR-

Plant life is in contact with an unintended surface, such as, buildings, gutters, walkways, roads, fences/walls, roofs, HVAC units, etc.

-OR-

Vegetation is of such size or density that it obstructs intended walkways.

Level 3: Plants have rendered visible damage to a component, area, or system of the property or have made them unusable.

Overgrown/Penetrating Vegetation (Grounds)

Plant life that has infiltrated unacceptable areas, unintended surfaces, and/or has grown beyond established parameters.

Level Defined

Level 1: N/A

Level 2: Overgrown vegetation is of such size or density as to make the visibility of hazards, such as broken glass, holes, etc., difficult.

-OR-

Plant life is in contact with or is penetrating an unintended surface, such as, buildings, gutters, fences/walls, roofs, HVAC units, etc. but visible damage is not observed.

-OR-

Overgrown vegetation is of such size or density that it obstructs the intended path of walkways/roads.

Level 3: Penetrating plants have rendered visible damage to a component, area, or system of the property or have made them unusable.

Ponding/Site Drainage (Grounds)

An accumulation of water and/or ice is observed to be collecting in a depressed area or has collected on the grounds for which ponding was not intended.

Note: This does not include detention/retention basins nor ponding on paved areas. Detention/retention basins are covered under Site - Storm Drainage and ponding on paved areas is covered under Parking Lots/Driveways/Roads.

Level Defined

Level 1: Shallow accumulation of water (less than 3 inches).

Level 2: An accumulation of water (from 3 to 5 inches in depth) that affects the use of a section of the grounds; however, the grounds are generally usable.

Level 3: An accumulation of more than 5 inches in depth.

-OR-

An accumulation that has rendered a section of the grounds unusable.

Ponding/Site Drainage (Grounds)

An accumulation of water and/or ice is observed to be collecting in a depressed area or has collected on the grounds for which ponding was not intended.

Note:

1. This does not include detention/retention basins nor ponding on paved areas (such as parking lots). Detention/retention basins are covered under Site - Storm Drainage and ponding on paved areas is covered under Parking Lots/Driveways/Roads.
2. If a measurable precipitation event has occurred within the previous 48 hours, consideration should be given to the impact on the extent of the ponding. Only determine ponding has occurred when there is clear evidence it is a persistent or long standing problem.
3. Measurable is 1/10" or greater.

Level Defined

Level 1: N/A

Level 2: An accumulation of water (from 3 to 5 inches in depth) that affects the use of a section of the grounds; however, the grounds are generally usable.

Level 3: An accumulation of more than 5 inches in depth.

-OR-

An accumulation that has rendered a large (more than 20%) section of the grounds unusable for its intended purpose, e.g. a recreational field is rendered unusable due to ponding.

Rutting (Grounds)

A man made sunken track or groove/depression.

Note: These are typically made by a car, bike or other machine.

Level Defined

Level 1: N/A

Level 2: Condition that is 6-8" wide x 3-5" deep.

Level 3: Condition larger than 6-8" wide x 3-5" deep and has the potential to cause serious injury.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards").

COMBINED WITH "Erosion"

Broken Fixtures (Lighting)

All or a portion of the lighting that is associated with the site itself. This includes lighting attached to the building which is utilized for purposes such as lighting the site. Do not include exterior lighting associated with the building.

Note: If a damaged fixture or fixtures presents a safety hazard, rate it as level 3, and record manually as a health and safety concern. This includes, but is not limited to, broken fixtures that have the potential to fall on pedestrians, or fixtures that could lead to electrocution.

Level Defined

Level 1: N/A

Level 2: Between 10% and 50% of the lighting fixtures surveyed are visibly broken. The broken portion of the system does not constitute an obvious safety hazard.

Level 3: Over 50% of the lighting fixtures surveyed are visibly broken; or the broken portion of the system constitutes an obvious safety hazard.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Electrical Hazards" or "Hazards".)

COMBINED WITH Building Exterior "Lighting"

Missing/Broken Bulbs (Lighting)

Lamps are missing or are broken from fixtures. May include incandescent, fluorescent, mercury vapor, or others.

Note: This does not include building exterior lighting. Building exterior lighting is covered under Building Exterior - Lighting.

Level Defined

Level 1: N/A

Level 2: Between 10% and 50% of the fixtures surveyed have at least a single bulb missing or broken.

Level 3: Over 50% of the fixtures surveyed have at least a single bulb missing or broken.

Comment

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Electrical Hazards".)

COMBINED WITH "Building Exterior Lighting"

Mailbox Missing/Damaged (Mailbox/Project Signs)

Mailbox does not function properly due to deterioration, damage, or the mailbox is absent.

Level Defined

Level 1: Mailbox is damaged, vandalized, or deteriorated, but functional.

Level 2: N/A

Level 3: Mailbox is damaged, vandalized, or deteriorated, and as a result, is not functional.

-OR-

Mailbox is missing.

Mailbox Missing/Damaged (Mailbox/Project Signs)

Mailbox does not function properly due to damage, or the mailbox is absent.

Note: This does not include commercial (FedEx, UPS, etc.) deposit boxes. Units of this type are not to be inspected.

Level Defined

Level 1: N/A

Level 2: N/A

Level 3: Mailbox lock is damaged and as a result, is not functional.

-OR-

Mailbox is missing.

Signs Missing/Damaged (Mailbox/Project Signs)

Project sign is not readable due to deterioration, damage, or is absent. This does not include locations that do not require a project sign.

Level Defined

Level 1: Sign is damaged, vandalized, or deteriorated, but readable.

Level 2: N/A

Level 3: Sign is damaged, vandalized, or deteriorated, and as a result, is not readable.

-OR-

Sign is missing.

Comments

Level 3: Missing signs should only be recorded where a sign is required. This would follow from evidence that a sign has been removed through vandalism and/or neglect, etc.

Signs/Damaged (Project Signs)

Project sign is not legible/readable due to deterioration or damage.

Level Defined

Level 1: Sign is damaged, vandalized, or deteriorated, so that the sign's written material is not legible/readable from a reasonable distance, e.g. 20 feet.

Level 2: N/A

Level 3: N/A

Graffiti (Market Appeal)

Visual observation of a crude, (not recognizable as an art form), inscription or drawing scratched, painted or sprayed on a building surface, retaining wall, or fence so as to be seen by the public.

Note: Do not count full wall murals and similar art forms as graffiti.

Level Defined

Level 1: Visual graffiti observed in at least one location/area.

Level 2: Graffiti observed in 2-5 locations/areas.

Level 3: Graffiti observed in 6 or more locations/areas.

Graffiti (Market Appeal)

Visual observation of a crude, (not recognizable as an art form), inscription or drawing scratched, painted or sprayed on a building surface, retaining wall, or fence so as to be seen by the public from a distance of 30 feet.

Note: Do not count full wall murals and similar art forms as graffiti.

Level Defined

Level 1: Visual graffiti observed in at least one location/area.

Level 2: Graffiti observed in 2-5 locations/areas.

Level 3: Graffiti observed in 6 or more locations/areas.

Litter (Market Appeal)

Subject to disorderly accumulation of objects, especially carelessly discarded trash located on the property.

Note: Excessive litter should be judged as you would view a city park in America.

Level Defined

Level 1: N/A

Level 2: Excessive litter is observed on the property.

Level 3: N/A

Litter (Market Appeal)

Subject to disorderly accumulation of objects, especially carelessly discarded trash located on the property.

Note:

1. Litter should be judged as you would view a city park in America. It should not include litter left behind in the path of a recent garbage collection.
2. If while during the inspection, accumulated litter is being collected and removed by maintenance personnel this defect would not apply.

Level Defined

Level 1: N/A

Level 2: Excessive litter is observed on the property.

Level 3: N/A

Cracks (Parking Lots/Driveways/Roads)

Visible faults in the pavement, including longitudinal, lateral, alligator, etc. This does not include cracks from settlement/heaving.

Level Defined

Level 1: N/A

Level 2: A crack which is up to ½" wide.

Level 3: A crack larger than ½" or multiple cracks accompanied by surface deterioration.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards".)

Cracks (Parking Lots/Driveways/Roads)

Visible faults in the pavement, including longitudinal, lateral, alligator, etc. Pavement that sinks and/or rises due to failure of subbase materials.

Note:

1. For parking lots only, note a deficiency if cracks are evident on more than 5% of the parking spaces.
2. For driveways/roads, note a deficiency if cracks are evident on more than 5% of the driveways/roads.
3. This does not include cracks on walkways/steps. 5% of the parking lots must be impacted for this to be a level 2 defect e.g. 50 out of 1,000 sq. ft. impacted would be a defect.
4. Relief joints are there by design and should not be considered as a crack.
5. Traffic ability should consider the capacity to support pedestrians, wheelchairs, or persons requiring the use of walkers.

Level Defined

Level 1: N/A

Level 2: Evidence of cracks (greater than ¾ of an inch), hinging/tilting and/or missing section(s) which affects traffic ability over more than 5% of the property's parking lots/driveways/roads.

Level 3: N/A

Comments

Level 3: A safety hazard exists where a height differential or more than ¾" exists.

Ponding (Parking Lots/Driveways/Roads)

A visible accumulation of water and/or ice collecting in a depression on an otherwise flat plane.

Level Defined

Level 1: Shallow accumulation of water (less than 3").

Level 2: An accumulation of water that affects the use of a section of a parking lot/driveway more than 3" in depth. Parking lot/driveway is passable.

Level 3: An accumulation of water that has rendered a parking lot/driveway unusable.

Ponding (Parking Lots/Driveways/Roads)

A visible accumulation of water and/or ice collecting in a depression on an otherwise flat plane.

Note:

1. For parking lots only, note a deficiency if ponding is evident on more than 5% of the parking spaces.
2. For driveways/roads, note a deficiency if ponding is evident on more than 5% of the driveways/roads.
3. If a measurable precipitation event has occurred within the previous 48 hours, consideration should be given to the impact on the extent of the ponding. Only determine ponding has occurred when there is clear evidence it is a persistent or long standing problem.
4. Measurable is 1/10" or greater.

Level Defined

Level 1: N/A

Level 2: An accumulation of water that affects the use of 5% or more of a parking lot/driveway and is less than 3" in depth. Parking lot/driveway is passable.

Level 3: An accumulation of water more than 3" in depth that has rendered 5% or more of a parking lot/driveway unusable or unsafe.

Potholes/Loose Material (Parking Lots/Driveways/Roads)

A hole resulting from road surface failure; or loose, freestanding aggregate material is observed resulting from deterioration.

Level Defined

- Level 1:** Failure of pavement due to potholes or loose material that has not penetrated to or exposed the subsurface.
- Level 2:** Failure of pavement due to potholes or loose material that has penetrated to or exposed the subsurface.
- Level 3:** Loose material and/or potholes that render a parking lot/driveway unusable/unpassable.

Comments

- Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards".)
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Potholes/Loose Material (Parking Lots/Driveways/Roads)

A hole resulting from road surface failure; or loose, freestanding aggregate material is observed resulting from deterioration.

Level Defined

- Level 1:** Failure of pavement due to potholes or loose material such that condition has exposed the subsurface.
- Level 2:** N/A
- Level 3:** Loose material and/or potholes that render a parking lot/driveway unusable/unpassable for vehicles and/or pedestrians.

Comments

- Level 3:** If condition is a health and safety concern, e.g. tripping, falling due to excessive irregular surface, it must be recorded manually. (Includes but not limited to "Hazards".)

Settlement/Heaving (Parking Lots/Driveways/Roads)

Pavement that sinks and/or rises due to failure of subbase materials.

Note: If there is a visible accumulation of water and/or ice collecting in the depression, record the observation under Ponding.

Level Defined

- Level 1:** Visual indication of settlement/heaving with no visible surface cracks.
- Level 2:** Visual indication of settlement/heaving evidenced by cracks and deteriorated surface material.
- Level 3:** Settlement/Heaving that renders a parking lot/driveway unusable/unpassable and/or creates unsafe pedestrian conditions.

Comments

- Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards".)

Settlement/Heaving (Parking Lots/Driveways/Roads)

Pavement that sinks and/or rises due to failure of subbase materials.

Note: If there is a visible accumulation of water and/or ice collecting in the depression, record the observation under Ponding.

Level Defined

- Level 1:** Visual indication of settlement/heaving evidenced by cracks and deteriorated surface material.
- Level 2:** N/A
- Level 3:** Settlement/Heaving that renders a parking lot/driveway unusable/unpassable and/or creates unsafe pedestrian and/or vehicle conditions.

Comments

- Level 3:** If condition is a health and safety concern, e.g. tripping, falling due to excessive irregular surface, it must be recorded manually. (Includes but not limited to "Hazards".)

Damaged/Broken Equipment (Play Areas and Equipment)

Forcibly fractured into pieces or shattered, incomplete, inoperable, or missing.

Level Defined

- Level 1:** Visual estimate indicates some equipment (less than 50%) does not operate correctly or is missing but poses no safety risk.
 - Level 2:** Visual estimate indicates most of the equipment (more than 50%) does not operate correctly or is missing but poses no safety risk.
 - Level 3:** Equipment poses a threat to safety capable of causing injury.
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Damaged/Broken Equipment (Play Areas and Equipment)

Forcibly fractured into pieces or shattered, incomplete, or inoperable.

Note: Equipment that the authority states has been withdrawn from service should not be evaluated except cases where safety is still a concern (sharp edges, dangerous leaning, etc.) For example, a basketball backboard where the net and hoop have been removed from service and no safety hazard exists, would not be a deficiency.)

Level Defined

- Level 1:** Visual estimate indicates some equipment (more than 20% and less than 50%) does not operate correctly but poses no safety risk.
- Level 2:** Visual estimate indicates most of the equipment (more than 50%) does not operate correctly but poses no safety risk.
- Level 3:** Equipment poses a threat to safety capable of causing injury.

Deteriorated Play Area Surface (Play Areas and Equipment)

Damage to play area caused by cracking, heaving, settling, ponding, potholes, loose materials, erosion, rutting, etc.

Level Defined

Level 1: Up to 10% of total surveyed play area surface shows signs of deterioration.

Level 2: Deterioration of 10 to 50% of total surveyed play area surface.

Level 3: Deterioration of more than 50% of the surveyed play area surface.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually.
(Includes but not limited to "Hazards".)

Deteriorated Play Area Surface (Play Areas and Equipment)

Damage to play area caused by cracking, heaving, settling, ponding, potholes, loose materials, erosion, rutting, etc.

Level Defined

Level 1: N/A

Level 2: Deterioration of 20 to 50% of total surveyed play area surface.

Level 3: Deterioration of more than 50% of the surveyed play area surface.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually.
(Includes but not limited to "Hazards".)

Broken/Damaged Enclosure (Refuse Disposal)

The outdoor enclosed area which serves as a trash/refuse site is broken or damaged including its walls.

Note: This does not include areas not designed as trash/refuse enclosures such as curb pick-up. Address condition of slab at parking lots/driveways/roads.

Level Defined

Level 1: N/A

Level 2: A single wall or gate has holes or missing components.

Level 3: A single wall or gate of the enclosure has collapsed or is leaning and in danger of falling.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards".)

Broken/Damaged Enclosure-Inadequate Outside Storage Space (Refuse Disposal)

The outdoor enclosed area which serves as a trash/refuse site is broken or damaged including its walls and/or has insufficient capacity for the proper storage of refuse until disposal.

Note: This does not include areas not designed as trash/refuse enclosures such as curb pick-up. Address condition of slab at parking lots/driveways/roads.

Level Defined

Level 1: N/A

Level 2: A single wall or gate of the enclosure has collapsed or is leaning and in danger of falling.

-OR-

Trash cannot be stored in the designated area due to under-capacity of refuse storage

Level 3: N/A

Inadequate Outside Storage Space (Refuse Disposal)

Insufficient capacity for the proper storage of refuse until disposal.

Note: This does not include curb side pick-up areas.

Level Defined

Level 1: Appearance of storage area is unsightly and needs improvement, or the area surrounding the refuse storage area is impacted by the presence of unpleasant odors.

Level 2: N/A

Level 3: Trash cannot be stored in the designated area due to under-capacity of refuse storage.

COMBINED WITH “Broken/Damaged Enclosure (Refuse Disposal)”

Damaged/Broken/Cracked (Storm Drainage)

Separated into pieces. Broken, but not into parts (fractured).

Level Defined

Level 1: N/A

Level 2: Visible structural damage/failure impacting the system's effectiveness. Significant visible fracture evidence by large, visible cracks.

Level 3: Visible deterioration or failure of a large section yielding an inoperable system.

COMBINED WITH "Debris/Obstruction/Sediment (Storm Drainage)"

Debris/Obstruction/Sediment (Storm Drainage)

Partial or complete blockage by broken or collapsed pipe, infiltration of tree roots, accumulation of sediment, or other obstructions.

Level Defined

Level 1: N/A

Level 2: Accumulation of debris or sediment which causes or has the estimated potential of significantly reducing the flow of storm water.

Level 3: Complete blockage of the system due to accumulation of a large quantity of debris causing backups into adjacent area(s).

Damaged/Obstructed (Storm Drainage)

The storm drains are structurally unsound, have debris accumulation or blockage or present other safety hazards.

Level Defined

Level 1: N/A

Level 2: Partial blockage of the system due to accumulation of a large quantity of debris causing backup into adjacent area(s).

Level 3: Complete blockage or failure of a large segment of the system due to accumulation of a large quantity of debris causing backups into adjacent area(s) or failure of section of drainage system so as to adversely affect intended run off course.

Cracks/Settlement/Heaving (Walkways/Steps)

Visible faults in the pavement, including longitudinal, lateral, alligator, etc. Pavement that sinks and/or rises due to failure of subbase materials.

Note: This does not include cracks on parking lots/driveways or roads.

Level Defined

Level 1: N/A

Level 2: Evidence of cracks or other defects which do not affect traffic ability.

Level 3: Cracks/hinging/tilting and/or missing sections that affect traffic ability.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards".)

Cracks/Settlement/Heaving (Walkways/Steps)

Visible faults in the pavement, including longitudinal, lateral, alligator, etc. Pavement that sinks and/or rises due to failure of subbase materials.

Note:

1. This does not include cracks on parking lots/driveways or roads. 5% of the walkways must be impacted for this to be a level 2 defect e.g. 50 feet out of 1,000 feet impacted would be a defect.
2. Relief joints are there by design and should not be considered as a crack.
3. Traffic ability should consider the capacity to support pedestrians, wheelchairs, or persons requiring the use of walkers.

Level Defined

Level 1: N/A

Level 2: Evidence of cracks (greater than $\frac{3}{4}$ of an inch), hinging/tilting and/or missing section(s) which affects traffic ability over more than 5% of the property's walkways/steps.

Level 3: N/A

Comments

Level 3: A safety hazard exists where a height differential or more than $\frac{3}{4}$ " exists.

Spalling (Walkways/Steps)

A concrete or masonry walkway that is flaking, chipping or crumbling, possibly exposing underlying reinforcing material.

Level Defined

Level 1: Small areas, (4" X 4" or less), of walkway/stairs are affected.

Level 2: N/A

Level 3: Large areas, (greater than 4" X 4"), of walkway/stairs are impacted and affects traffic ability.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Hazards".)

Spalling (Walkways/Steps)

A concrete or masonry walkway that is flaking, chipping or crumbling, possibly exposing underlying reinforcing material and 5% or more of the property's walkways/steps, e.g. 50 feet out of 1,000 feet impacted would be a defect.

Note: Traffic ability should consider the capacity to support pedestrians, wheelchairs, or persons requiring the use of walkers.

Level Defined

Level 1: Small area, (4" X 4" or less), of walkway/stairs are affected and exceeds 5% of the walkways/steps.

Level 2: Large areas, (greater than 4" X 4"), of walkway/stairs are impacted which affect traffic ability and exceeds 5% of the walkways/steps.

Level 3: N/A